Asset Documentation

Asset Name: BoomBoom Rocket

Publisher: SJ Seol

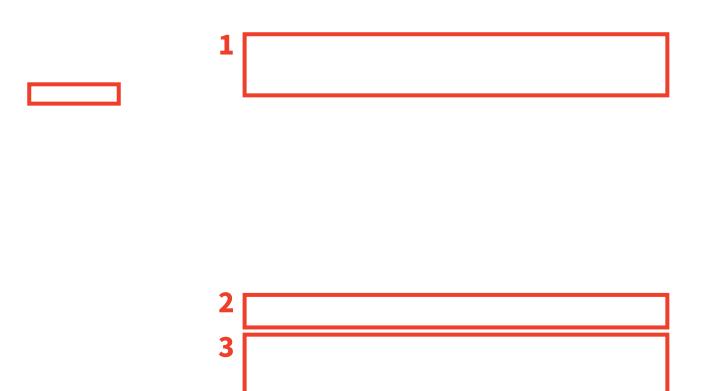
Documentation Version: 1.0

Version Guide

V1.0 - Initial Release

Setup Guide
1
Main Camera : This is camera of game. This camera follow the Player. You Can increase or decrease smoothness and y-axis ffset using the fields as shown below in "1"

 $\hbox{-} \textbf{ GameManager}: This control game \ UI (Current Score, Best Score, panel for effect). \\$



- You can adjust the **start position** and **scale** of the Player(Ball) using the fields as shown below in "1".
- You can adjust the Item and dead **sound clip** of the Player using the fields as shown below in "2".
- You can adjust the **Gravity, Max Gravity, Gravity Increase** of Game using the fields as shown below in "**3**".

- **Canvas** : This is game UI.